

What is claimed is:

- 1 1. A wireless telephone apparatus, comprising:
 - 2 a first wireless telephone having switchable
 - 3 data and voice mode communication capabilities, said data mode including a
 - 4 competitive activity mode involving communication with a second wireless
 - 5 telephone to engage in a competitive activity; and
 - 6 a wireless telephone communication system
 - 7 communicating with said first wireless telephone, recognizing when said
 - 8 telephone is in the competitive activity mode at a time when a voice
 - 9 telephone call to said first wireless telephone is being attempted, and sending
 - 10 a notification of the voice telephone call to said first wireless telephone
 - 11 informing a user of said first wireless telephone about the voice telephone
 - 12 call.
- 1 2. An apparatus as recited in claim 1, wherein said
- 2 wireless telephone communication system sends a notification to the second
- 3 wireless telephone if the user of said first wireless telephone accepts the voice
- 4 telephone call.
- 1 3. An apparatus as recited in claim 1, wherein said
- 2 competitive activity is a game.
- 1 4. An apparatus as recited in claim 1, wherein said
- 2 wireless telephone communication system suspends the competitive activity
- 3 while the user of said first wireless telephone is taking the voice telephone
- 4 call.

1 5. An apparatus as recited in claim 1, wherein said
2 wireless telephone communication system drops said first wireless telephone
3 from the competitive activity when the user of said first wireless telephone
4 accepts the voice telephone call.

1 6. An apparatus as recited in claim 1, wherein said
2 competitive activity is a round-robin activity.

1 7. An apparatus as recited in claim 1, wherein said
2 competitive activity is a turn-taking activity.

1 8. An apparatus as recited in claim 7, wherein the turn-
2 taking activity is a game.

1 9. A method comprising:
2 determining whether a first multimode communication
3 device is in a data mode which is a competitive activity mode involving
4 communication with a second multimode communication device to engage in
5 a competitive activity, when a voice telephone call to a user of the first
6 multimode communication device is attempted; and
7 informing the user of the first multimode
8 communication device about the voice telephone call.

1 10. A method as recited in claim 9, further comprising:
2 informing a user of the second multimode
3 communication device if the user of the first multimode communication
4 device accepts the voice telephone call.

1 11. A method as recited in claim 9, wherein the first
2 multimode communication device is a wireless communication device.

1 12. A method as recited in claim 11, wherein the wireless
2 communication device is a wireless telephone.

1 13. A method as recited in claim 9, further comprising:
2 suspending the competitive activity while the user of
3 the first multimode communication device is conducting the voice telephone
4 call; and
5 restarting the competitive activity mode when the user
6 of the first multimode communication device has completed the voice
7 telephone call.

1 14. A method as recited in claim 9, wherein the
2 competitive activity is a game.

1 15. A method as recited in claim 9, wherein the
2 competitive activity is a debate.

1 16. A method as recited in claim 9, wherein the
2 competitive activity is a fantasy sports draft.

1 17. A method as recited in claim 9, wherein the
2 competitive activity is a round-robin activity.

1 18. A method as recited in claim 9, wherein the
2 competitive activity is a turn-taking activity.

1 19. A computer readable storage controlling a computer by
2 determining whether a first multimode communication device is in a data
3 mode which is a competitive activity mode involving communication with a
4 second multimode communication device to engage in a competitive activity,
5 when a voice telephone call to a user of the first multimode communication
6 device is attempted, and informing the user of the first multimode
7 communication device about the voice telephone call.

1 20. A computer readable storage as recited in claim 19,
2 further informing a user of the second multimode communication device if
3 the user of the first multimode communication device accepts the voice
4 telephone call.

1 21. A method comprising:
2 determining whether a first multimode communication
3 device is in a data mode which is a sequential participation mode involving
4 communication with a second multimode communication device to engage in
5 a sequential participation activity, when a voice telephone call to a user of the
6 first multimode communication device is attempted; and
7 informing the user of the first multimode
8 communication device about the voice telephone call.

1 22. A method as recited in claim 21, further comprising:
2 informing a user of the second multimode
3 communication device if the user of the first multimode communication
4 device accepts the voice telephone call.

1 23. A method as recited in claim 22, wherein the
2 sequential participation activity is a competitive activity.

1 24. A method as recited in claim 23, wherein the
2 competitive activity is a game.

1 25. A method of managing a competitive activity
2 involving a first competitor having a first multimode communication device
3 and one or more other competitors, comprising:

4 providing the first competitor with a predetermined
5 competitor list of one or more potential competitors, which has been stored in
6 advance;

7 requesting the first competitor to select at least one
8 competitor from the predetermined competitor list as a second competitor, via
9 the first competitor's first multimode communication device, the second
10 competitor having a second multimode communication device; and

11 managing a competitive activity involving the first
12 competitor and the selected second competitor via the first and second
13 multimode communication devices.

1 26. A method as recited in claim 25, further comprising
2 determining whether the selected second competitor is available, and
3 providing an indication of availability on the predetermined competitor list.

1 27. A method as recited in claim 25, wherein the first
2 competitor list includes a list of friends with whom the first competitor
3 desires to compete, stored in advance by the first competitor.

1 28. A method as recited in claim 25, wherein the
2 predetermined competitor list includes a list of teams of competitors, so that a
3 team competition can be formed.

1 29. A method as recited in claim 25, further comprising:
2 determining whether the first multimode
3 communication device is in a data mode corresponding to the competitive
4 activity when a voice telephone call to the first competitor is attempted; and
5 informing the first competitor via the first multimode
6 communication device, about the voice telephone call.

1 30. A method as recited in claim 29, further comprising:
2 informing the second competitor via the second
3 multimode communication device, if the first competitor accepts the voice
4 telephone call.

1 31. A method as recited in claim 30, further comprising:
2 suspending the competitive activity while the first
3 competitor is conducting a voice telephone call; and
4 restarting the competitive activity when the first
5 competitor has completed the voice telephone call.

1 32. A method as recited in claim 25, wherein the
2 competitive activity is a game.

1 33. A method as recited in claim 25, wherein the
2 competitive activity is a debate.

1 34. A method as recited in claim 25, wherein the
2 competitive activity is a fantasy sports draft.

1 35. A method as recited in claim 25, wherein the
2 competitive activity is a round robin activity.

1 36. A method as recited in claim 25, wherein the
2 competitive activity is a turn-taking activity.

1 37. An apparatus coupled to a communication network,
2 comprising:
3 a first multimode communication device operated by a
4 first competitor and coupled to the communication network;
5 a second multimode communication device operated
6 by a second competitor and coupled to the communication network;
7 a competition control unit storing a first predetermined
8 competitor list corresponding to the first multimode communication device,
9 and arranging competitive activities involving multimode communication
10 devices based on information stored in said competition control unit; and
11 a presence manager determining when said first and
12 second multimode communication devices are accessible,
13 said competition control unit arranging a competitive
14 activity involving said first and second multimode communication devices
15 when said first multimode communication device makes a request to said
16 competition control unit, and when the first predetermined competitor list in
17 said competition control unit indicates a mutual agreement between said first
18 and second users to compete with one another.

1 38. An apparatus as recited in claim 37, wherein said first
2 and second multimode communication devices comprise first and second
3 wireless telephones.

1 39. An apparatus as recited in claim 37, wherein the first
2 predetermined competitor list stored in said competition control unit includes

3 a list of teams of competitors, so that said competition control unit can
4 arrange a competitive activity involving teams.

1 40. An apparatus as recited in claim 37, wherein the
2 competitive activity is a round-robin activity.

1 41. An apparatus as recited in claim 37, wherein the
2 competitive activity is a game.

1 42. An apparatus as recited in claim 37, wherein the
2 competitive activity is a debate.

1 43. An apparatus as recited in claim 37, further comprising
2 a call waiting server advising the first competitor via said first multimode
3 communication device when a voice telephone call to said first multimode
4 communication device is attempted.

1 44. An apparatus as recited in claim 43, wherein said
2 competition control unit informs the second competitor via said second
3 multimode communication device if the first competitor accepts the voice
4 telephone call.

1 45. A computer readable storage controlling a computer to
2 manage a competitive activity involving a first competitor having a first
3 multimode communication device and a second competitor having a second
4 multimode communication device, by providing the first competitor with a
5 predetermined competitor list of one or more potential competitors, which
6 has been stored in advance, requesting the first competitor to select at least
7 one competitor from the predetermined competitor list as a second

8 competitor, via the first competitor's first multimode communication device,
9 and arranging a competitive activity involving the first competitor and the
10 selected second competitor via the first and second multimode
11 communication devices.